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1 Seeing, hearing, and touching: putting it all together
Brian Fisher, Sidney Fels, Karon MacLean, Tamara Munzner, Ronald Rensink
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available: 📄 pdf(20.64 MB)   Additional Information: full citation

2 Unconventional human computer interfaces
Steffi Beckhaus, Ernst Kruijff
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available: 📄 pdf(2.89 MB)   Additional Information: full citation, abstract

This course focuses on how we can use the potential of the human body in experimental or unconventional interface techniques. It explores the biological or physiological characteristics of the separate parts of the body, from head to toe, and from skin to heart, showing how their sensor (input) and control (output) capabilities can be applied to human computer interfaces. We demonstrate a wide variety of applications that make use proven interfaces as well as extremely experimental systems. Exam ...

3 System architecture directions for networked sensors
Jason Hill, Robert Szewczyk, Alec Woo, Seth Hollar, David Culler, Kristofer Pister
November 2000 **ACM SIGOPS Operating Systems Review , ACM SIGARCH Computer Architecture News , Proceedings of the ninth international conference on Architectural support for programming languages and operating systems ASPLOS-IX**, Volume 34 , 28 Issue 5 , 5
Publisher: ACM Press
Full text available: 📄 pdf(299.01 KB)   Additional Information: full citation, abstract, references, citings, index terms

Technological progress in integrated, low-power, CMOS communication devices and sensors makes a rich design space of networked sensors viable. They can be deeply embedded in the physical world and spread throughout our environment like smart dust. The missing elements are an overall system architecture and a methodology for systematic advance. To this end, we identify key requirements, develop a small device that is representative of the class, design a tiny event-driven operating system, and sh ...

4 System architecture directions for networked sensors

Jason Hill, Robert Szewczyk, Alec Woo, Seth Hollar, David Culler, Kristofer Pister
November 2000 **ACM SIGPLAN Notices**, Volume 35 Issue 11

Publisher: ACM Press

Full text available: 📄 pdf(1.32 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Technological progress in integrated, low-power, CMOS communication devices and sensors makes a rich design space of networked sensors viable. They can be deeply embedded in the physical world and spread throughout our environment like smart dust. The missing elements are an overall system architecture and a methodology for systematic advance. To this end, we identify key requirements, develop a small device that is representative of the class, design a tiny event-driven operating system, and sh ...

5 J-Sim: A Simulation Environment for Wireless Sensor Networks

Ahmed Sobeih, Wei-Peng Chen, Jennifer C. Hou, Lu-Chuan Kung, Ning Li, Hyuk Lim, Hung-Ying Tyan, Honghai Zhang
April 2005 **Proceedings of the 38th annual Symposium on Simulation**

Publisher: IEEE Computer Society

Full text available: 📄 pdf(278.29 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>

Wireless Sensor Networks (WSNs) have gained considerable attention in the past few years. As such, there has been an increasing need for defining and developing simulation frameworks for carrying out high-fidelity WSN simulation. In this paper, we present a modeling and simulation framework for WSNs in J-Sim ? an open-source, component-based compositional network simulation environment that is developed entirely in Java. This framework is built upon the autonomous component architecture (ACA) an ...

6 Localization: Localization for mobile sensor networks

Lingxuan Hu, David Evans
September 2004 **Proceedings of the 10th annual international conference on Mobile computing and networking**

Publisher: ACM Press

Full text available: 📄 pdf(263.13 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Many sensor network applications require location awareness, but it is often too expensive to include a GPS receiver in a sensor network node. Hence, localization schemes for sensor networks typically use a small number of seed nodes that know their location and protocols whereby other nodes estimate their location from the messages they receive. Several such localization techniques have been proposed, but none of them consider mobile nodes and seeds. Although mobility would appear to make local ...

Keywords: Monte Carlo localization, localization, mobility, sensor networks

7 An ultra low-power processor for sensor networks

Virantha Ekanayake, Clinton Kelly, Rajit Manohar
October 2004 **ACM SIGOPS Operating Systems Review , ACM SIGARCH Computer Architecture News , ACM SIGPLAN Notices , Proceedings of the 11th international conference on Architectural support for programming languages and operating systems ASPLOS-XI**, Volume 38 , 32 , 39 Issue 5 , 5 , 11

Publisher: ACM Press

Full text available: 📄 pdf(437.23 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

We present a novel processor architecture designed specifically for use in low-power

wireless sensor-network nodes. Our sensor network asynchronous processor (SNAP/LE) is based on an asynchronous data-driven 16-bit RISC core with an extremely low-power idle state, and a wakeup response latency on the order of tens of nanoseconds. The processor instruction set is optimized for sensor-network applications, with support for event scheduling, pseudo-random number generation, bitfield operations, and ...

Keywords: asynchronous, event-driven, low-energy, picojoule computing, sensor network processor, sensor networks, wireless

8 Link and channel measurement: A simple mechanism for capturing and replaying wireless channels

Glenn Judd, Peter Steenkiste

August 2005 **Proceeding of the 2005 ACM SIGCOMM workshop on Experimental approaches to wireless network design and analysis E-WIND '05**

Publisher: ACM Press

Full text available: pdf(6.06 MB)   Additional Information: full citation, abstract, references, index terms

Physical layer wireless network emulation has the potential to be a powerful experimental tool. An important challenge in physical emulation, and traditional simulation, is to accurately model the wireless channel. In this paper we examine the possibility of using on-card signal strength measurements to capture wireless channel traces. A key advantage of this approach is the simplicity and ubiquity with which these measurements can be obtained since virtually all wireless devices provide the req ...

Keywords: channel capture, emulation, wireless

9 SUVS: a distributed real-time system testbed for fault-tolerant computing

S. M. Yang, K. M. Kavi, A. Agarwalla, M. Reddy, S. Anam

March 1992 **Proceedings of the 1992 ACM/SIGAPP symposium on Applied computing: technological challenges of the 1990's**

Publisher: ACM Press

Full text available: pdf(1.09 MB)   Additional Information: full citation, references, index terms

10 TinyDB: an acquisitional query processing system for sensor networks

Samuel R. Madden, Michael J. Franklin, Joseph M. Hellerstein, Wei Hong

March 2005 **ACM Transactions on Database Systems (TODS)**, Volume 30 Issue 1

Publisher: ACM Press

Full text available: pdf(1.67 MB)   Additional Information: full citation, abstract, references, index terms

We discuss the design of an acquisitional query processor for data collection in sensor networks. Acquisitional issues are those that pertain to where, when, and how often data is physically acquired (*sampled*) and delivered to query processing operators. By focusing on the locations and costs of acquiring data, we are able to significantly reduce power consumption over traditional passive systems that assume the a priori existence of data. We discuss simple extensions to SQL for controlli ...

Keywords: Query processing, data acquisition, sensor networks

11 Collision detection and proximity queries

Sunil Hadap, Dave Eberle, Pascal Volino, Ming C. Lin, Stephane Redon, Christer Ericson

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH**

'04

Publisher: ACM Press

Full text available: pdf(11.22 MB)   Additional Information: full citation, abstract

This course will primarily cover widely accepted and proved methodologies in collision detection. In addition more advanced or recent topics such as continuous collision detection, ADFs, and using graphics hardware will be introduced. When appropriate the methods discussed will be tied to familiar applications such as rigid body and cloth simulation, and will be compared. The course is a good overview for those developing applications in physically based modeling, VR, haptics, and robotics.

12 Gross motion planning—a survey

Yong K. Hwang, Narendra Ahuja

September 1992 **ACM Computing Surveys (CSUR)**, Volume 24 Issue 3

Publisher: ACM Press

Full text available: pdf(6.40 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

Motion planning is one of the most important areas of robotics research. The complexity of the motion-planning problem has hindered the development of practical algorithms. This paper surveys the work on gross-motion planning, including motion planners for point robots, rigid robots, and manipulators in stationary, time-varying, constrained, and movable-object environments. The general issues in motion planning are explained. Recent approaches and their performances are briefly described, a ...

Keywords: collision detection, computational geometry, implementation, motion planning, obstacle avoidance, path planning, spatial representation

13 Low-power micromachined microsystems (invited talk)

Khalil Najafi

August 2000 **Proceedings of the 2000 international symposium on Low power electronics and design**

Publisher: ACM Press

Full text available: pdf(1.40 MB)   Additional Information: full citation, abstract, references, index terms

Micromachined microsystems and Micro Electro Mechanical Systems (MEMS) have made possible the development of highly accurate and portable sensors and instrument for a variety of applications in the health care, industrial, consumer products, avionics, and defense. Design of low-power circuits for these applications, and use of micromachined sensors and actuators in combination with integrated circuits to implement even lower power microinstruments has now become possible and the focus of at ...

Keywords: MEMS, energy harvesting, low-power, micromachining, microsystems, power sources

14 Special issue: AI in engineering

D. Sriram, R. Joobbani

April 1985 **ACM SIGART Bulletin**, Issue 92

Publisher: ACM Press

Full text available: pdf(8.79 MB)   Additional Information: full citation, abstract

The papers in this special issue were compiled from responses to the announcement in the July 1984 issue of the SIGART newsletter and notices posted over the ARPAnet. The interest being shown in this area is reflected in the sixty papers received from over six countries. About half the papers were received over the computer network.

15 Facial modeling and animation

Jörg Haber, Demetri Terzopoulos

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(18.15 MB)   Additional Information: full citation, abstract

In this course we present an overview of the concepts and current techniques in facial modeling and animation. We introduce this research area by its history and applications. As a necessary prerequisite for facial modeling, data acquisition is discussed in detail. We describe basic concepts of facial animation and present different approaches including parametric models, performance-, physics-, and learning-based methods. State-of-the-art techniques such as muscle-based facial animation, mass-s ...

16 High-performance operating system primitives for robotics and real-time control systems

Karsten Schwan, Tom Bihari, Bruce W. Weide, Gregor Taulbee

August 1987 **ACM Transactions on Computer Systems (TOCS)**, Volume 5 Issue 3

Publisher: ACM Press

Full text available: pdf(3.49 MB)   Additional Information: full citation, abstract, references, citings, index terms

To increase speed and reliability of operation, multiple computers are replacing uniprocessors and wired-logic controllers in modern robots and industrial control systems. However, performance increases are not attained by such hardware alone. The operating software controlling the robots or control systems must exploit the possible parallelism of various control tasks in order to perform the necessary computations within given real-time and reliability constraints. Such so ...

17 The programmable hinge: toward computationally enhanced crafts

Thomas Wrensch, Michael Eisenberg

November 1998 **Proceedings of the 11th annual ACM symposium on User interface software and technology**

Publisher: ACM Press

Full text available: pdf(185.85 KB)   Additional Information: full citation, references, citings, index terms

Keywords: computationally-enhanced crafts, crafts, intergration of physical and computational media, programmble hinge

18 Wearable Visual Robots

W. W. Mayol, B. J. Tordoff, D. W. Murray

January 2002 **Personal and Ubiquitous Computing**, Volume 6 Issue 1

Publisher: Springer-Verlag

Full text available: pdf(473.94 KB)   Additional Information: full citation, abstract, index terms

Research work reported in the literature in wearable visual computing has used exclusively static (or non-active) cameras, making the imagery and image measurements dependent on the wearer's posture and motions. It is assumed that the camera is pointing in a good direction to view relevant parts of the scene at best by virtue of being mounted on the wearer's head, or at worst wholly by chance. Even when pointing in roughly the correct direction, any visual processing relying on featu ...

19 IC Design Challenges for Ambient Intelligence

Emile Aarts, Raf Roovers

March 2003 **Proceedings of the conference on Design, Automation and Test in Europe - Volume 1 DATE '03**

Publisher: IEEE Computer Society

Full text available: pdf(232.44 KB)   Additional Information: full citation, abstract, citings, index terms

Publisher Site

The vision of Ambient Intelligence opens a world of unprecedente experiences: the interaction of people with electronic devices is changed as contextual awareness, natural interfaces and ubiquitous availability of information are realized. We analyze the consequences of the ambient intelligence vision for electronic devices by mapping the involved technologies on a power-information graph. Based on the differences in power consumption, three types of devices are introduce: the autonomous or micr ...

20 Computational models: BLOB computing

Frédéric Gruau, Yves Lhuillier, Philippe Reitz, Olivier Temam

April 2004 **Proceedings of the 1st conference on Computing frontiers**

Publisher: ACM Press

Full text available: pdf(1.02 MB)   Additional Information: full citation, abstract, references, index terms

Current processor and multiprocessor architectures are almost all based on the Von Neumann paradigm. Based on this paradigm, one can build a general-purpose computer using very few transistors, e.g., 2250 transistors in the first Intel 4004 microprocessor. In other terms, the notion that on-chip space is a scarce resource is at the root of this paradigm which trades on-chip space for program execution time. Today, technology considerably relaxed this space constraint. Still, few research works q ...

Keywords: bio-inspiration, cellular automata, scalable architectures

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